D-Link VisualStream™ DSB-C110 PC Camera

Manual

D-Link®

Building Networks for People

(10/07/04)

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Package Contents

Contents of Package

- **D-Link VisualStream™ DSB-C110 100K Pixel PC Camera**
- Manual on CD
- Quick Installation Guide

If any of the above items are missing, please contact your reseller.

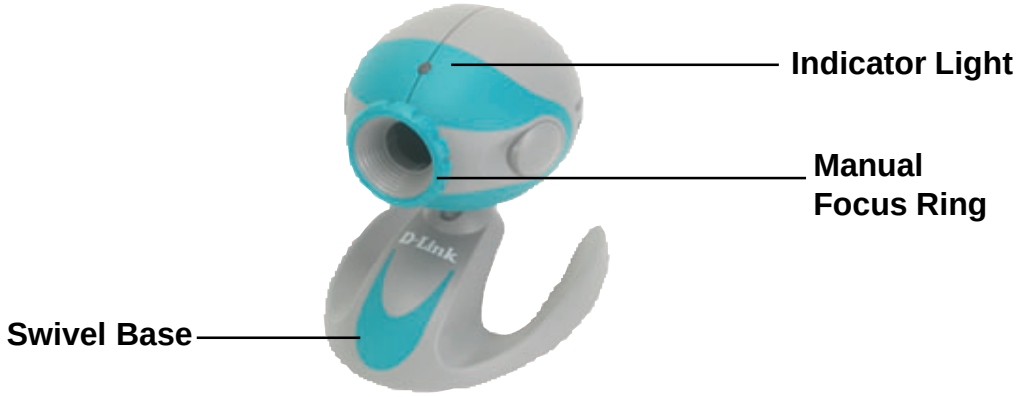
System Requirements

- Computer with Windows Operating System and available USB port

Introduction

Thank you for purchasing the D-Link DSB-C110 VisualStream™ PC Camera. The DSB-C110 is a great addition to your home PC, enabling you to personalize your e-communications. Talk to your family, friends, and colleagues face-to-face over the Internet, create videos, digital photo albums, and more, all the software needed to start creating digital content and enabling video communication is included. This manual will guide you through the features of your new PC Camera and provides step-by-step instructions for getting you started with the bundled Arcsoft® software.

Getting To Know Your VisualStream™ PC Camera

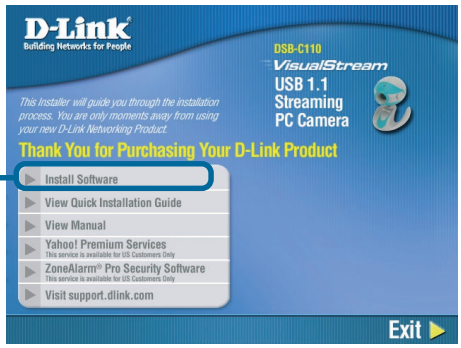


Features And Benefits

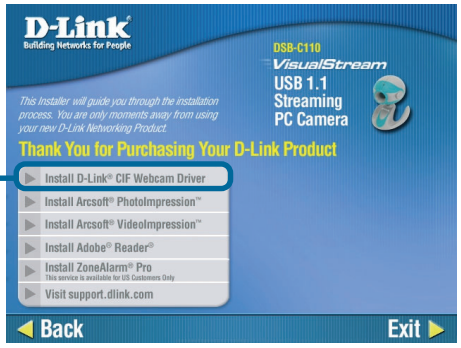
- True 352 X 288 Pixels Resolution
- ArcSoft® Software Included
- Video Chat and Conferencing Capability with Microsoft NetMeeting
- Add Video Messages to Your Email
- Create VideoAlbums and Video Presentations
- Create Personalized Greeting Cards, Calendars, and More

Installing ArcSoft® PhotoImpression™ and VideoImpression™

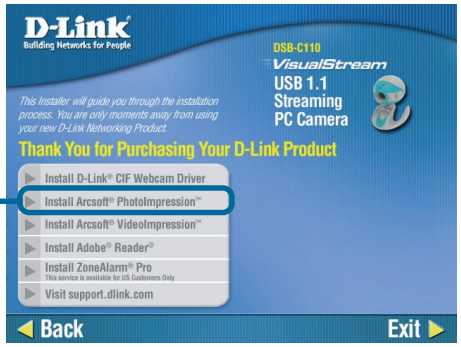
Click **Install Software**



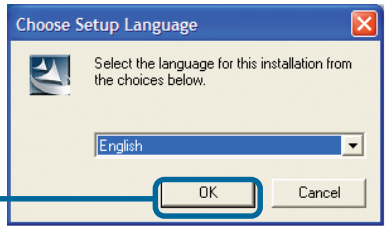
Click **D-Link® CIF WebCam Driver**



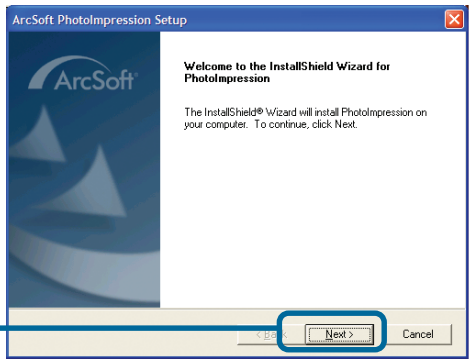
Click **Install ArcSoft® PhotoImpression™**



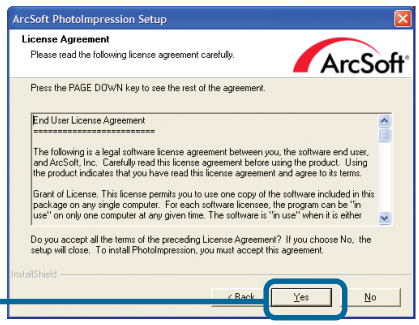
Click **OK**



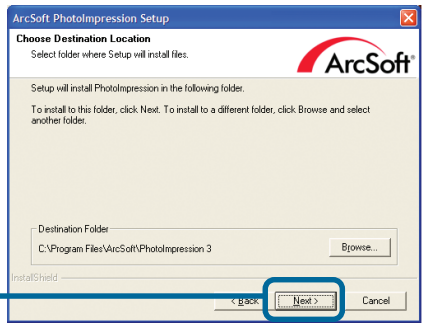
Click **Next**


ArcSoft PhotoImpression Setup
ArcSoft
Welcome to the InstallShield Wizard for PhotoImpression
The InstallShield® Wizard will install PhotoImpression on your computer. To continue, click Next.
Next >
Cancel

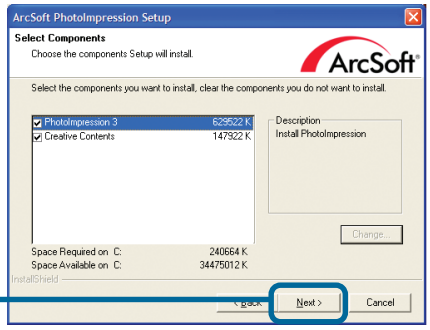
Click **Yes**


ArcSoft PhotoImpression Setup
License Agreement
Please read the following license agreement carefully.
ArcSoft
Press the PAGE DOWN key to see the rest of the agreement.
End User License Agreement
The following is a legal software license agreement between you, the software end user, and ArcSoft, Inc. Carefully read this license agreement before using the product. Using the product indicates that you have read this license agreement and agree to its terms.
Grant of License. This license permits you to use one copy of the software included in this package on any single computer. For each software licensee, the program can be "in use" on only one computer at any given time. The software is "in use" when it is either
Do you accept all the terms of the preceding License Agreement? If you choose No, the setup will close. To install PhotoImpression, you must accept this agreement.
InstallShield
< Back
Yes
No

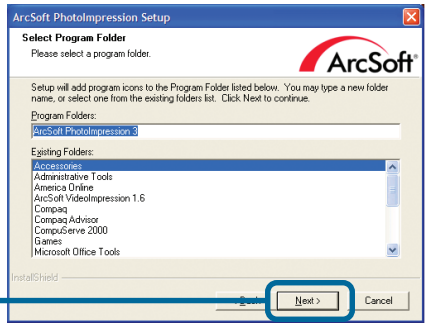
Click **Next**


ArcSoft PhotoImpression Setup
Choose Destination Location
Select folder where Setup will install files.
ArcSoft
Setup will install PhotoImpression in the following folder.
To install to this folder, click Next. To install to a different folder, click Browse and select another folder.
Destination Folder
C:\Program Files\ArcSoft\PhotoImpression 3
Browse...
InstallShield
< Back
Next >
Cancel

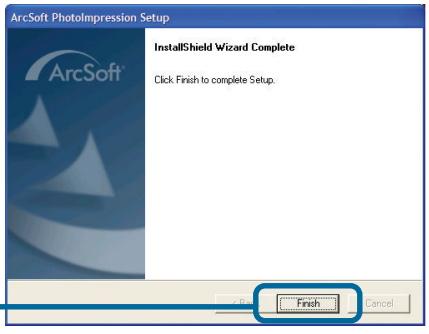
Click **Next**



Click **Next**



Click **Finish**



ArcSoft® PhotoImpression is now ready to use. Please repeat these steps to install ArcSoft VideoImpression software.

How To Use Your D-Link VisualStream™ Camera

Setting the Focus

1. Start VideoImpression.
2. Select “New. “
3. Select “Capture Video.” A live preview from the video camera will appear in the window.
4. Turn the manual focus ring until the image becomes sharp.

Preview

1. Follow steps 1~3 in the “Setting the Focus” section of this manual to enable a live preview.
2. To stop the preview, click on “Stop” ( ).
3. To resume the preview, click on “Preview” ( ).

Record and Playback

* **Video Recording:**
  1. Follow steps 1~3 in the “Setting the Focus” section to enable a live preview.
  2. To start video recording, click on “Record” ( ).
  3. To stop video recording, click on “Stop” ( ) or ESC.
  4. To save captured video, click on “Save” ( ).

* **Playback:**
  1. In VideoImpression, select “New.”
  2. Select the source for playback by clicking on “Add” or from the drop down menu. The selected source appears in the album.
  3. Double click the source to add it to the Edit Board.
  4. To replay captured video, click on “Play.”

How To Install Microsoft NetMeeting

For Windows 98SE/Me/2000 Users

Click **Start**, point to **Programs**, point to **Accessories**, point to **Internet Tools** and then click **NetMeeting**.

For Windows 2000 Users

Click **Start**, point to **Programs**, point to **Accessories**, point to **Communications**, and click **Netmeeting**.

For Windows XP Users

Click **Start**, point to **Run**, type in **conf** in the dialog box and click **OK**.

Proceed with steps 1-4 for Microsoft NetMeeting Installation

1. Click **Next**, type the appropriate information in the **First Name**, **Last Name, E-Mail Address, Location**, and **Comments** dialog boxes, and then click **Next**. ***NOTE:*** *The* ***Location*** *and* ***Comments*** *information is optional.*

2. Click **Next**, click and select the **Log into a directory server when NetMeeting starts** check box (this is optional), and then type the name of the directory server in the **Server Name** dialog box. If you do not want your name to be visible in the directory, click and select the **Do not list my name in this directory** check box.

3. Click **Next**, and then select the appropriate location for the shortcuts.

4. Click **Next**, follow the instructions in the Audio Tuning Wizard, and then click Finish.

   After you run NetMeeting for the first time, you can modify the information you entered about yourself or the directory server name that you want to connect to. To do so, click **Options** on the **Tools** menu, click the **General** tab, and then enter the appropriate information. Also, you can run the Audio Tuning Wizard again, and to do so, click **Audio Tuning Wizard** on the **Tools** menu.

   If you can't install the NetMeeting from your PC directly, please log on to http://www.microsoft.com/windows/netmeeting/ to downloaad.

Using Your PC Camera With Microsoft NetMeeting

1. Plug the PC camera into your PC first.

2. Click the ***NetMeeting***" to go to the main screen, and then click "**Start Video**" button, then you can start working with NetMeeting.

   If you need more information or instruction on how to use a specific feature or tool, click the "**Help**" button in the upper right-hand comer of the screen.

How To Install MSN Messenger

For Windows 98SE/Me/2000 Users

Please log on to http://messenger.msn.com **to download.**

After the installation package is downloaded to your computer, follow the instructions to install MSN Messenger.

After the installation is completed, click **Start**, point to **Programs**, and click **Windows Messenger**.

For Windows XP Users

Click **Start**, point to **Programs**, and click **Windows Messenger**.

After you run Messenger for the first time, **you can add friends to your list and send instant messages.**

Using Your PC Camera With MSN Messenger

Plug the PC camera into your PC first.

For Windows 98SE/Me/2000 Users

Click "***Messenger***" to go to the main screen, click **Actions**, click **Start a Video Conversation** and you are ready to have a video conversation with MSN Messenger.

For Windows XP Users

Click "***Messenger***" to go to the main screen, click **Actions**, click **Start a Video Conversation** and you are ready to have a video conversation with MSN Messenger.

If you need more information or instructions on how to use a specific feature or tool, click the "**Help**" button in the upper right-hand corner of the screen.

Getting Started With VideoImpression 1.6

1. Click Start.

2. Select Programs>ArcSoft VideoImpression>VideoImpression. The VideoImpression View Screen will appear as shown below.

Control Buttons

Timer Window

The View Screen

Options on the View Screen

- starts a new project, opens an existing one, and displays your albums.

- takes you back to the Storyboard (only when you have a project open).

- saves your work as a movie file in ASF (PC only), AVI, MOV, or MPEG (PC only) format (See the Save As windows below).

- allows you to email your movie files. (A MAPI-compliant email program is needed for this option.)

Video Playback Controls - give you the ability to play, pause, and move forward/backward to specific frames in your movies.

Timer Window - shows the current frame and the elapsed time within the video. It becomes active when a movie is opened (it will appear as a black box when no movie is open).

Control Buttons -

(1) Tips (“!”) toggles pop-up tool tips on/off. When on, icon names will popup when you move your mouse over an icon.

(2) Help (“?”) launches VideoImpression Help. You can learn more about program functions and procedures by using Help.

(3) Minimize (“-”) moves VideoImpression to the background and places it in the Windows taskbar.

(4) Close (“x”) closes VideoImpression.

Working with Albums

You can create movies by placing image and movie files onto the Storyboard

from various Albums. To create a movie, do the following:

1. Click on the New icon from the View Screen. This will take you to the Album Screen.

2. Use the options on the Album Screen to construct your movie. (See **“ Options on the Album Screen”** on the following page)

Album Screen

Options on the Album Screen

***Select Album* -** (This button is located immediately to the right of the album name) lets you choose the album you wish to view or work from.

Selecting “New” will bring up a new, empty album. You can name/rename an album by clicking in the box with the album name and typing over the existing text.

***Get* -** opens a window that allows you to browse through your computer to add image, movie, or audio file thumbnails to the current album. You can add thumbnails for supported file formats on your hard drive or any removable media (diskettes, CDs, etc.).

***Acquire* -** enables you to get images from TWAIN devices like digital cameras and scanners. After clicking this icon, select the device youíd like to use, and follow the procedures provided for that device.

***Capture* -** allows you to acquire video from a video source or still images from digital cameras.

***Sort* -** offers you options to arrange your thumbnails for easy manage-ment.

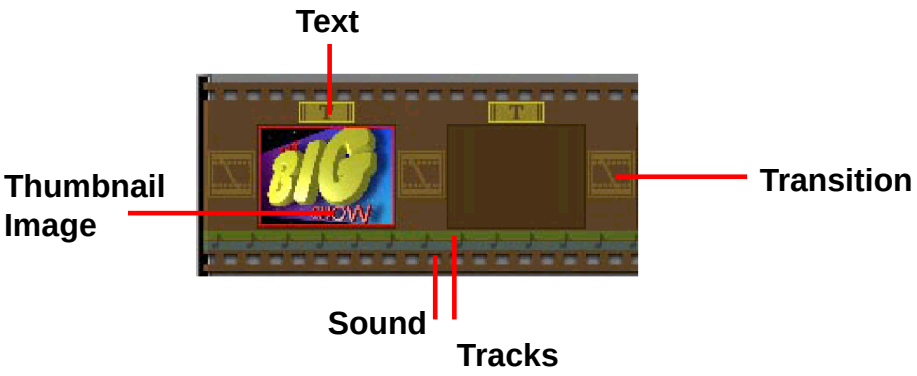
***Add To Storyboard* -** places the currently selected thumbnail on the next available frame on the Storyboard. (Note: You can also add an image to the Storyboard by clicking and dragging the thumbnail to it.)

***Play Movie* -** takes you back to the View Screen where you can play, save, and email your movie.

***Edit Movie* -** lets you modify movie or still image files. You can add text as well.

Working with The Storyboard

The Storyboard shows you each step or part of the movie that you're making. Remember, you can add a thumbnail to your Storyboard by drag-n-drop, or by highlighting a thumbnail and clicking on the Add To Storyboard icon. You can rearrange thumbnails on the Storyboard by drag-n-drop as well.



Options on the Storyboard

Text is highlighted if there is text added to the respective thumbnail. You can add text by clicking on the thumbnail and then the Edit Movie icon.

Transition is an effect that is applied as scenes in your movie change. You can add a transition by double-clicking on a Transition icon between two thumbnails, or by clicking on the Transition icon when editing a still image or video file. This will take you to the Transition Screen, where you can choose from several transitions in different categories. You can simply drag the transition you want to the desired location, before or after a thumbnail on the Storyboard.

Thumbnail Image - displays a still image file, or the first frame of a movie file, for a specific area on the Storyboard. You can edit a movie or still image file by clicking on its thumbnail, and then on the Edit Movie icon.

Soundtracks - show audio files that will play during the movie. You can add up to two different audio files for simultaneous playback. You can add audio files to the Storyboard the same way that you add still image and movie files. You can rearrange the audio files by dragging them to the desired location on the sound tracks.

Editing Images

Options on the Edit Screen for Still Images

Timer Window

Still Image Edit Screen

Play Movie - takes you back to the View Screen where you can play, save, and email your movie.

Transitions - takes you to the Transitions Screen (See " Options on the Storyboard").

Album - takes you to the Album Screen (See "Working with Albums")

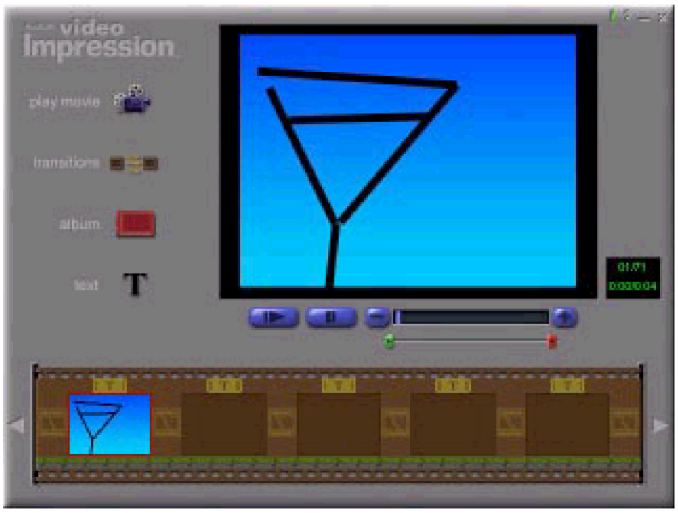
Text - allows you to add text to images. You can select the font type, style and size. You can also apply effects to the text, and adjust their duration.

Brightness Slider - allows you to change the brightness of an image. This is the top slider below the preview window.

***Contrast Slider* -** lets you adjust the contrast of an image. This is the bottom slider below the preview window.

Editing a Video

Options on the Edit Screen for Video Files



Movie File Edit Screen

***Play* -** starts the video.

***Pause* -** stops the video. Clicking the button again resumes play.

***Previous Frame (-)* -** moves the video back one frame.

***Next Frame (+)* -** moves the video forward one frame.

***Playback Slider* -** shows a marker that moves across the slider as the video plays.

***Starting Mark* -** allows you to set where you want the video to begin (the green mark).

***Ending Mark* -** lets you set where you want the video to finish (the red mark).

Editing Audio

Options on the Audio Edit Screen

Play - starts the audio.

Pause - interrupts the audio (Clicking the button again will resume the audio)

Forward - moves the audio forward

Reverse - moves the audio backwards

Audio Volume - adjusts the volume of the audio

Starting Mark - sets the beginning point of the audio

Ending Mark - sets the ending point of the audio

Printing an Image From a Video File

1. From the Edit Screen, select the video frame you want to print.
2. Right-click the video and select “Print.”

Saving a Movie

1. Click on Save on the View Screen.
2. In the Save As window, select the drive and folder that you want to save the movie to. Give the file a name, and select what type of movie you want to save it as.
3. Click Okay to save, or Cancel to abort.

Getting Started With PhotoImpression 3.0

1. Click Start.
2. Select Programs>ArcSoft PhotoImpression>PhotoImpression 3.0. The PhotoImpression Main Screen will appear on your desktop.

Main Screen

Options on the Main Screen

Command Buttons

-opens images from an album (Album), a disk drive (From Folder), or from photo-sharing website (Online Service). You can also acquire images from TWAIN devices (Camera/Scanner), get screenshots (Screen Capture), and create new images from scratch (Create New).

-brings up editing tools for manipulating images. Options include Crop/Resize Retouch, Text, Enhance, Effects, and Layers.

-brings up creative options, including Frames & Edges, Cookie Cutter, Calendars, Greeting Cards, and PhotoFantasy. It also allows you to access other programs (Cool Software).

-lets you save the current image (To File: Save), save the image as a different file (To File: Save As), attach the image to an email at various sizes (Email—a compliant email program is required), set the image as your wallpaper (To Desktop:Wallpaper), and upload the image to a photo-sharing website (To Internet: Upload).

-offers three printing options: one image per page (Standard Printing), multiple images per page and greeting card templates (Greeting Card/Multiple Printing), and album printing (Thumbnail Printing).

View Controls

Navigation Window - shows a miniature view of the current image. Even if you zoom in on a specific part of the image, you will still be able to see the whole picture in the Navigation Window. You can drag the box in the Navigation Window to focus on specific areas of the image.

Magnification Controls - display the currently viewed size of the image as a percentage. They allow you to zoom in (+), out (-), or reset the image to its original, full size (1:1). The Full Screen icon (to the right of the 1:1 icon) allows you to display the image on the entire screen. You can get out of the full screen mode by pressing the Esc key on the keyboard.

Toolbar

-resizes the image when the corner handles are dragged. You can also reposition the image by dragging it.

-rotates the image at the user's discretion.

-applies a mirror effect to your image by flipping it.

-rotates the image in 90-degree increments.

-cancels the last unsaved change you've made.

-reverses the last action you've undone.

-copies the selected area, layer, or image onto the Clipboard.

-pastes what's on the Clipboard onto the selected image as a new layer.

-deletes the currently selected layer.

-closes the currently selected image.

Opening an Image From a Disk Drive

You can open an image that is stored on your hard drive, floppy disk, CD-ROM, etc.

1. Click the Get Photo button on the Main Screen, and select From Folder.
2. Click Browse. A Browse for Folder dialog will appear.
3. Navigate to the folder that you wish to view. Highlight the folder and click OK.
4. Thumbnails of the images within the selected folder will appear. Highlight the desired thumbnail, and click OK (or double-click it).

Acquiring Images From a TWAIN Device

1. Click the Get Photo button on the Main Screen, and select .
2. From the pull-down, select the desired device.
3. From the pull-down, select the desired album to which the acquired file will be added.
4. Click the Acquire Options button to set the Twain options. Options include setting the file type for acquired images, setting the save directory, and specifying the file name prefix.
5. Click the Acquire or Video Camera button (depending on your source), and follow the directions specific to your device to acquire or capture an image.

Downloading Images From The Internet

1. Click the Get Photo button.
2. Click the Online Service button, and then click the Download button.
3. Follow the instructions onscreen to download images from the supported photosharing website.
4. Follow the instructions onscreen to download images.

Note: You must have an account with the photo-sharing site you are connecting to.

Working with Albums

Photo albums allow easy identification and access to images for viewing, editing, printing, etc. Simply click on the Get Photo button on the Main Screen, and select Album to view the album options. It is important to remember that albums do not store images. When an album is created, thumbnails are generated and a reference to where the files are located is recorded in the album file. For example, if a thumbnail is added into an album from a floppy disk, that floppy disk must be in the floppy drive in order to view the file.

Album Tools

Album Selector - allows you to view your albums through a pull-down. You can select "[New]" to start a new, blank album. You can give the new album a name by typing over "New Album 1"(PC), or "Untitled" (Mac).

- launches an Open dialog that allows you to browse your system to select files you'd like to add to the current album. You can add multiple files at one time by holding down Ctrl (PC) or Shift (Mac) while clicking on each file to be added. You can also add a range of files by holding down the Shift key while clicking on the first and last file (Windows only).

- launches a Find dialog allows you to find image files in an album or on your system.

- launches the Slide Show dialog with options that allow you to run a slide show of the images in the current album.

-allows you to sort the thumbnails in your album by name, type, size, or date.

-removes the selected thumbnail(s) from your album. You have the option of removing only the thumbnail or both the thumbnail and the image file. Removing the image file will delete it permanently from your system.

View Album – creates a "virtual notebook" and flips through the images in an album.

Album Screen Saver (Windows only) – allows you to create a slide show screen saver for your system.

Editing Images

Click the Edit button on the Main Screen to display the various editing options.

Crop/Resize

-allows you to select a rectangular area on an image.

-works the same as the Rectangle tool except a circle is drawn instead of a rectangle.

-allows you to make a "freehand" selection by clicking and dragging over the image in a desired path or shape. You can select a polygonal area by clicking on the points of the desired shape in a connect-the-dots fashion.

-selects an area of an image based on color similarity.

-inverts the selection on an image. For example, if you've created a rectangular selection and then used the Inverse tool, the area selected would be outside of the box instead of inside.

Copy Selection As New Layer - creates a new layer out of the selected area.

Soft Edge Slider - gives cropped edges a warm fade based on the position of the slider.

Apply To All Layers - crops all layers to the selected area when checked.

Crop - crops the image to only show areas that have been selected.

Width – allows you to enter in a new width (in pixels) for the image. If the Keep Aspect Ratio box is checked, the Height will automatically change accordingly.

Height – allows you to enter in a new height (in pixels) for the image. If the Keep Aspect Ratio box is checked, the Width will automatically change accordingly.

Wscale – allows you to enter in a new image size by width percentage. For example, entering “50” would make the image _ its current width. If the Keep Aspect Ratio box is checked, the Hscale will automatically change accordingly.

Hscale – allows you to enter in a new image size by height percentage. For example, entering “200” would make the image twice its current height. If the Keep Aspect Ratio box is checked, the Wscale will automatically change accordingly.

Resize – finalizes any resizing that you’ve done.

Retouch

-offers various sizes for certain editing tools. The larger the brush size, the larger the affected area when a tool is used. The Intensity slider adjusts the degree of effect applied.

- offers various colors for use when painting or doing other color editing. The two color squares on the left of the Color Palette show you the active (top) and alternative (bottom) colors. You can change the alternative color to the active color simply by clicking on it.

- turns the mouse pointer into a paintbrush tip and applies an opaque layer of the active color to the current layer.

- works similar to the Paintbrush tool but draws like a felt-tip pen or marker.

- simulates the effect of a spray can, putting a light layer of color on the active layer.

- removes color on a layer, making it a transparent background (white).

- duplicates a selected area of an image to another location. Right-click (PC), or Shift-click (Mac) to select the clone source, which will be indicated by a plus (+) sign. Then click and drag over the area of the image to be painted with the clone source.

- simulates the effect of a finger smearing wet paint.

- smoothes rough edges.

- sharpens fuzzy areas.

- lowers brightness.

- raises brightness.

- lets you set a color on your image as the active color.

- covers the area you click on (based on color similarity) with the active color.

- fills a layer or image with a selected pattern.

- fills the current image or layer with a gradient from the alternative color to the active color. Select the desired colors in the Color Palette, click at the point where you want the gradient to start, and drag to designate the length and direction of the transition.

Text

When text is added, a new layer will be automatically created. Settings include font, style, size, and color. You can add a shadow to the text as well.

Enhance

- applies a quick, overall enhancement to an image with one click.

- allows you to adjust the brightness and contrast of the current layer.

- allows all the colors on the same layer to be shifted by the same degree (hue), and adjusts the intensity of the colors (saturation).

- can be used to adjust the highlight, midtones, and shadow of the selected layer. It offers more control than Brightness/Contrast.

- decreases the contrast between adjacent pixels, creating a fuzzy effect over the entire layer.

- pixelates the entire layer, eliminating smoother edges in the image.

- evenly redistributes the grayscale or color values of the pixels in an image. The effects are varied depending on the image, but in general, the lines in the highlight and shadow areas will be sharpened.

- inverts the grayscale or color brightness values for the entire layer. This will make your image look like a photographic negative.

Effects

PhotoImpression includes a variety of special effects to transform images in a number of interesting ways. Click on a desired effect to preview it on your image. You can use the Intensity slider to adjust the intensity of the effect. To keep the effect, click Apply. To cancel, choose any other effect or click a different button.

Layers

The Layers Palette shows thumbnails of each layer. The currently selected layer will have a highlight around the thumbnail. Toggling the green light above the thumbnail on and off displays and hides the layer, respectively. The slider above the thumbnail adjusts the transparency of the layer.

Note: An image can have multiple layers. You can retain separation of the multiple layers of an image only if it is saved as a PSF file.

Creative Project Templates

Click on the Create button on the Main Screen to see the create options.

Frames & Edges**:** You can add a frame or edge to an image by selecting the option you wish, and then clicking Apply. (You can preview different options before settling on a particular one.)

Cookie Cutter**:** You can "stamp" out a template of your image by selecting the shape you want to use, and then clicking Apply.

Calendars**:** You can create customized calendars by inserting your image into a calendar template. Select the month, year, and style that you want, then click Apply.

Greeting Cards**:** Several different styles of greeting cards are available for you to use with your images. Simply choose a style that you like, then click Apply.

PhotoFantasy**:** You can create hilarious "fantasy" pictures from many templates in various categories. Simply select the template that you want, use the Toolbar to fine-tune your image within the fantasy template, and click Apply when done.

Note: ArcSoft PhotoFantasy allows you to access more fantasy templates and easily create your own. Visit www.arcsoft.com for details.

Cool Software**:** You can easily open your favorite image-editing programs from the Cool Software section. To add a program, click the Add button and browse through your computer to find the application file you wish to add. A program icon will appear on the Cool Software Palette.

Saving Images

Once you've clicked on the Save button on the Main Screen, the following options will become available:

To File

-saves the changes that you've made to the existing file.

-allows you to save the file in a new location, with a new name, and even a new file type.

Email

If your email program is MAPI-compliant, you can use PhotoImpression to open a new mail message and automatically attach the current image to it.

Note: If your email program is not MAPI-compliant, or if MAPI is not enabled in the program, you will not be able to use this function. You can use the "insert" or "attach" function in your email program to manually select the image file(s) for inclusion in an email.

To Desktop

Click the Wallpaper button to set the current image as your desktop wallpaper.

To Internet:

Click the Upload button to upload images to a supported photo-sharing website.

Printing Images

PhotoImpression provides four different printing options:

- *Standard Printing*: prints one image per page. You can add a title, center the image and title, change the paper orientation, add a frame (a black outline) around the image, resize the image, and select the number of copies (Windows only) that you want printed. Additional options include Auto Rotate (the program rotates the image to best fit the page), Auto Crop (the program crops the image to maximize the print area), and Nudge (allows you to make slight adjustments to compensate for printer alignment).

- *Greeting Card/Multiple Printing*: prints more than one image per page. There are several templates for you to choose from, including greeting card templates. Your albums will be displayed. You can easily drag and drop images from your album to specific areas on a selected template. You can change the space between the images on a template as well. Additional options include Auto Rotate, Auto Crop, and Nudge. You can also add text to a specific image on a template by clicking the Set Text button. The Erase All button clears the template of all images.

- *Thumbnail Printing*: prints album thumbnails. You can print an entire album, or specific thumbnails. You can also choose different spacing options, add file names below the images, and review every page to be printed.

Getting Help

PhotoImpression provides extensive online help. If you need more information or instructions on how to use a specific feature or tool, click the Help (?) button in the upper right-hand corner of the screen.

D-Link®

Building Networks for People

Limited Warranty

Subject to the terms and conditions set forth herein, D-Link Systems, Inc. (“D-Link”) provides this Limited warranty for its product only to the person or entity that originally purchased the product from:

- D-Link or its authorized reseller or distributor and
- Products purchased and delivered within the fifty states of the United States, the District of Columbia, U.S. Possessions or Protectorates, U.S. Military Installations, addresses with an APO or FPO.

Limited Warranty: D-Link warrants that the hardware portion of the D-Link products described below will be free from material defects in workmanship and materials from the date of original retail purchase of the product, for the period set forth below applicable to the product type (“Warranty Period”), except as otherwise stated herein.

1-Year Limited Warranty for the Product(s) is defined as follows:

- Hardware (excluding power supplies and fans) One (1) Year
- Power Supplies and Fans One (1) Year
- Spare parts and spare kits Ninety (90) days

D-Link’s sole obligation shall be to repair or replace the defective Hardware during the Warranty Period at no charge to the original owner or to refund at D-Link’s sole discretion. Such repair or replacement will be rendered by D-Link at an Authorized D-Link Service Office. The replacement Hardware need not be new or have an identical make, model or part. D-Link may in its sole discretion replace the defective Hardware (or any part thereof) with any reconditioned product that D-Link reasonably determines is substantially equivalent (or superior) in all material respects to the defective Hardware. Repaired or replacement Hardware will be warranted for the remainder of the original Warranty Period from the date of original retail purchase. If a material defect is incapable of correction, or if D-Link determines in its sole discretion that it is not practical to repair or replace the defective Hardware, the price paid by the original purchaser for the defective Hardware will be refunded by D-Link upon return to D-Link of the defective Hardware. All Hardware (or part thereof) that is replaced by D-Link, or for which the purchase price is refunded, shall become the property of D-Link upon replacement or refund.

Limited Software Warranty: D-Link warrants that the software portion of the product (“Software”) will substantially conform to D-Link’s then current functional specifications for the Software, as set forth in the applicable documentation, from the date of original retail purchase of the Software for a period of ninety (90) days (“Warranty Period”), provided that the Software is properly installed on approved hardware and operated as contemplated in its documentation. D-Link further warrants that, during the Warranty Period, the magnetic media on which D-Link delivers the Software will be free of physical defects. D-Link’s sole obligation shall be to replace the non-conforming Software (or defective media) with software that substantially conforms to D-Link’s functional specifications for the Software or to refund at D-Link’s sole discretion. Except as otherwise agreed by D-Link in writing, the replacement Software is provided only to the original licensee, and is subject to the terms and conditions of the license granted by D-Link for the Software. Software will be warranted for the remainder of the original Warranty Period from the date or original retail purchase. If a material non-conformance is incapable of correction, or if D-Link determines in its sole discretion that it is not practical to replace the non-conforming Software, the price paid by the original licensee for the non-conforming Software will be refunded by D-Link; provided that the non-conforming Software (and all copies thereof) is first returned to D-Link. The license granted respecting any Software for which a refund is given automatically terminates.

Non-Applicability of Warranty: The Limited Warranty provided hereunder for hardware and software of D-Link’s products, will not be applied to and does not cover any product purchased through the inventory clearance or liquidation sale or other sales in which

D-Link, the sellers, or the liquidators expressly disclaim their warranty obligation pertaining to the product and in that case, the product is being sold “As-Is” without any warranty whatsoever including, without limitation, the Limited Warranty as described herein, notwithstanding anything stated herein to the contrary.

Submitting A Claim: Any claim under this limited warranty must be submitted in writing before the end of the Warranty Period to an Authorized D-Link Service Office.

- The customer must submit as part of the claim (a written description of the Hardware defect or Software nonconformance) in sufficient detail to allow D-Link to confirm the same.
- The original product owner must obtain a Return Material Authorization (“RMA”) number from the Authorized D-Link Service Office and, if requested, provide written proof of purchase of the product (such as a copy of the dated purchase invoice for the product) before the warranty service is provided.
- After an RMA number is issued, the defective product must be packaged securely in the original or other suitable shipping package to ensure that it will not be damaged in transit, and the RMA number must be prominently marked on the outside of the package. Do not include any manuals or accessories in the shipping package. D-Link will only replace the defective portion of the Product and will not ship back any accessories.
- The customer is responsible for all shipping charges to D-Link. No Cash on Delivery (“COD”) is allowed. Products sent COD will either be rejected by D-Link or become the property of D-Link. Products should be fully insured by the customer and shipped to **D-Link Systems, Inc., 17595 Mt. Herrmann, Fountain Valley, CA 92708**. D-Link will not be held responsible for any packages that are lost in transit to D-Link. The repaired or replaced packages will be shipped via UPS Ground or any common carrier selected by D-Link, with shipping charges prepaid. Expedited shipping is available if shipping charges are prepaid by the customer.

D-Link may reject or return any product that is not packaged and shipped in strict compliance with the foregoing requirements, or for which an RMA number is not visible from the outside of the package. The product owner agrees to pay D-Link’s reasonable handling and return shipping charges for any product that is not packaged and shipped in accordance with the foregoing requirements, or that is determined by D-Link not to be defective or non-conforming.

What Is Not Covered: This limited warranty provided by D-Link does not cover: Products, if in D-Link’s judgment, have been subjected to abuse, accident, alteration, modification, tampering, negligence, misuse, faulty installation, lack of reasonable care, repair or service in any way that is not contemplated in the documentation for the product, or if the model or serial number has been altered, tampered with, defaced or removed; Initial installation, installation and removal of the product for repair, and shipping costs; Operational adjustments covered in the operating manual for the product, and normal maintenance; Damage that occurs in shipment, due to act of God, failures due to power surge, and cosmetic damage; Any hardware, software, firmware or other products or services provided by anyone other than D-Link; Products that have been purchased from inventory clearance or liquidation sales or other sales in which D-Link, the sellers, or the liquidators expressly disclaim their warranty obligation pertaining to the product. Repair by anyone other than D-Link or an Authorized D-Link Service Office will void this Warranty.

Disclaimer of Other Warranties: EXCEPT FOR THE LIMITED WARRANTY SPECIFIED HEREIN, THE PRODUCT IS PROVIDED “AS-IS” WITHOUT ANY WARRANTY OF ANY KIND WHATSOEVER INCLUDING, WITHOUT LIMITATION, ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT. IF ANY IMPLIED WARRANTY CANNOT BE DISCLAIMED IN ANY TERRITORY WHERE A PRODUCT IS SOLD, THE DURATION OF SUCH IMPLIED WARRANTY SHALL BE LIMITED TO NINETY (90) DAYS. EXCEPT AS EXPRESSLY COVERED UNDER THE LIMITED WARRANTY PROVIDED HEREIN, THE ENTIRE RISK AS TO THE QUALITY, SELECTION AND PERFORMANCE OF THE PRODUCT IS WITH THE PURCHASER OF THE PRODUCT.

Limitation of Liability: TO THE MAXIMUM EXTENT PERMITTED BY LAW, D-LINK IS NOT LIABLE UNDER ANY CONTRACT, NEGLIGENCE, STRICT LIABILITY OR OTHER LEGAL OR EQUITABLE THEORY FOR ANY LOSS OF USE OF THE PRODUCT, INCONVENIENCE OR DAMAGES OF ANY CHARACTER, WHETHER DIRECT, SPECIAL, INCIDENTAL OR CONSEQUENTIAL (INCLUDING, BUT NOT LIMITED TO, DAMAGES FOR LOSS OF GOODWILL, LOSS OF REVENUE OR PROFIT, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, FAILURE OF OTHER EQUIPMENT OR COMPUTER PROGRAMS TO WHICH D-LINK'S PRODUCT IS CONNECTED WITH, LOSS OF INFORMATION OR DATA CONTAINED IN, STORED ON, OR INTEGRATED WITH ANY PRODUCT RETURNED TO D-LINK FOR WARRANTY SERVICE) RESULTING FROM THE USE OF THE PRODUCT, RELATING TO WARRANTY SERVICE, OR ARISING OUT OF ANY BREACH OF THIS LIMITED WARRANTY, EVEN IF D-LINK HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. THE SOLE REMEDY FOR A BREACH OF THE FOREGOING LIMITED WARRANTY IS REPAIR, REPLACEMENT OR REFUND OF THE DEFECTIVE OR NON-CONFORMING PRODUCT. THE MAXIMUM LIABILITY OF D-LINK UNDER THIS WARRANTY IS LIMITED TO THE PURCHASE PRICE OF THE PRODUCT COVERED BY THE WARRANTY. THE FOREGOING EXPRESS WRITTEN WARRANTIES AND REMEDIES ARE EXCLUSIVE AND ARE IN LIEU OF ANY OTHER WARRANTIES OR REMEDIES, EXPRESS, IMPLIED OR STATUTORY

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CE Mark Warning: This is a Class B product. In a domestic environment, this product may cause radio interference, in which case the user may be required to take adequate measures.

FCC Statement: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communication. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures**:**

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Registration

Register online your D-Link product at http://support.dlink.com/register/

Technical Support

You can find software updates and user documentation on the D-Link website.

D-Link provides free technical support for customers within the United States and within Canada for the duration of the warranty period on this product.

U.S. and Canadian customers can contact D-Link technical support through our website, or by phone.

Tech Support for customers within the United States:

D-Link Technical Support over the Telephone:

(877) 453-5465

24 hours a day, seven days a week.

D-Link Technical Support over the Internet:

http://support.dlink.com

email:support@dlink.com

Tech Support for customers within Canada:

D-Link Technical Support over the Telephone:

(800) 361-5265

Monday to Friday 7:30am to 12:00am EST

D-Link Technical Support over the Internet:

http://support.dlink.ca

email:support@dlink.ca